The Legend of Zelda: The Wind Waker Triforce Chart Guide

by nazguldragon15

Updated to v1.31 on Jun 30, 2008

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1\=====FAQ Infromation====================================
CHAPTER ONE/
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-/ /Version History\ \
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Version 0.09 4/12/05 - Started on the Triforce Chart section.
Version 1.00 5/01/06 - Finally finished after over a year.
Version 1.10 5/03/06 - Accepted, and posted at GameFAQs. I went back and
changed my e-mail address, got a new one. I also fixed
a few spelling errors.
Version 1.20 5/08/06 - Thanks to Conrad Ekkens and 15000VAC, I managed to solve
a problem with Triforce Chart 5. Added them to the FAQ
section and Triforce Chart 5.
Version 1.25 8/12/06 - I fixed a few errors, spelling and grammar. I also
recieved some helpful advice from Williewill on Triforce
Chart 6. So make sure to read it.
Version 1.30 3/22/08 - It's been a while since I've updated last, a year and a
half, but I actually have a couple of things to add.
First, I added a bit to Triforce Chart 5, this is the
one with most problems, so I had to clarify. Secondly
I have added my list of favorite Zelda games in the FAQ
section after being asked this a few times.
Version 1.31 6/30/08 - After recieving an email about how my ASCII logo at the
bottom (it said naz15) appeared to say NAZIS and found
it offensive I changed it a bit.
-/ /Contact\ \
You can contact me by e-mail at:
brandonleish@gmail.com
\ / I.T.F. \
2\=====Introduction To FAQ====================================
CHAPTER TWO/
-/ /Intro\
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This, my friends, is one of the greatest games on this earth. It will keep you working for months. The power is in your console when the golden disc touches it. Aaaanyways... this game is filled with nothing but fun, and a little bit of frustration. What is one of the most frustrating parts of the game? Well, yes, the Heart Pieces are one, but really, it is the Triforce Charts. Do you wan't to know why? It's Tingle, that's why! The reason, he makes you pay 3184 rupees so you can read the idiotic Triforce Charts! Seriously though, the Heart Pieces are harder. Now, I am just a guy trying to help you with this... this Triforce Chart business that many struggle with. So, without further adue, the actual FAQ.

-/|----/What It's About\----|\-----

C'mon, do I really have to say it again? I said it above! Well... I'll be a little more specific. I will give you the locations of all 8 Triforce Charts and their corresponding Shards. I will go into detail, explaining how to obtain each one. In addition, I will tell you how to get the Charts translated by Tingle, and tips to recieve money for the translation. If you need help finding the Chart, Shard, etc. then feel free to look at the Sea Chart I have assembled below. Enjoy!

-/|----/The Sea Chart\-----|\-----~~~~~~ SEA CHART 1 2 3 4 5 6 7 |-----| - --- --- ----A | | | ^ | * | ^ | # | | # Triforce Chart Location | --- --- --- --- --- ---B | 0 | * 0 | 0 | 0 | 0 | 0 | 1 ^ Triforce Shard Location | --- --- --- --- | C | | 0 | | | * | 0 Wind Warp Point --- --- --- --- | D | |*@^| | | @ | | | | * Ghost Ship Locations 1 --- --- --- --- |--------| E | # | # | #^| ^ | # | * | # | ---- ---- ---- ---- ----(Triforce Chart 4 is located in the Ghost F | | | 0 | 0 | ^ | Ship, so it isn't on the map) - --- --- --- --- ---G | |^@#| | ^ | | * | ---- ---- ---- ---- -----/|----/The T.C. Layout\----|\-----~~~~~~ For those of you who are confused, this is how to read my FAQ: /\..../\ // /\ /\ - The Chart Number - \ /

Chart Location: The island where the chart is found. Difficulty: The difficulty of obtaining the chart out of eight charts. 1/8 is the easiest of the eight charts, and 8/8 is the hardest. Length: How long it takes to get the chart. Preparations: Things you may want to do before getting the chart. Shard Location: The location of the shard that the chart corresponds to. - Triforce Chart Description -How to get the chart. - Triforce Shard Description -How to get the shard. _____ I hope this helps you. $/T.C. \setminus$ CHAPTER THREE/ /\..../\ / $/ \ / -$ Triforce Chart 1 - /Chart Location: Islet of Steel (E2) Difficulty: 2/8 Length: Short Preparations: You will want a good amount of bombs and 398 rupees or more. Shard Location: Greatfish Isle (D2) - Triforce Chart Description -

This isn't the easiest chart to get, but it is a short one. When you arrive at this hunk of metal, you will see a good lot of enemies. There are Kargarocs, (The annoying bird enemies) about 4 Warships, (The cannon boats that fire bombs at you) and two mounted cannons. You are probably going to get knocked of your boat so be aware. Sail by the Kargarocs and kill them all with the boomerang. Once they are eliminated, take on the Warships. If you sail right up to a Warship and fire towards the top of it, it can't hurt you, and your own attack won't effect you. You don't need to take out all of the Warships if you are fast. Quickly head up to the Warship blocking the entrance into the metal isle and eliminate him using the strategy I just told you. Now, sail into the opening and onto the platform in the dark room. Jump onto the Blue Emblem and play the Wind's Requiem (Up, Left, Right). A treasure chest will appear on the red Triforce emblem. Open it to recieve the first Triforce Chart.

- Triforce Shard Description -

Firstly, head to Tingle Island (C3) to get the chart translated. You have to pay a horrible deal of 398 rupees to get the chart translated, but you'll have to do it sooner or later. Now the shard has become visible on the Sea Chart. Warp to Greatfish Isle (D2), check your Triforce Chart, sail to that area and pull it out of the sea. You will probably know where it is without checking your chart. There will be a beam of light shooting out of the sea. It begins to disappear as you sail nearer. Head to the spot you think it is at, there will be a sparkly sound of a chorus, and pull it up.



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Chart Location: Private Oasis (E5) Difficulty: 6/8 Length: Long Preparations: 21 Joy Pendants, (later) Cabana Deed Shard Location: Gale Isle (A4)

- Triforce Chart Description -

This Chart takes the longest to get if you don't have the Cabana Deed. This mission leans more on the hard side, but it isn't too hard, not for you. I will explain how to get the Cabana Deed first.

The Cabana Deed

This thing is pretty cool, you get your own house. The Triforce Chart is in your house, so, you also need it. I bet you're wondering what all those Joy Pendants were for, right? Check if you have 21 Joy Pendants. If you do, then Skip to the Windfall Island part. If you don't, read on. To get Joy Pendants fast, warp to Dragon Roost Island (B6) and enter the Dragon Roost Cavern. In the second room there are two Bokoblin with torches. Obviously, you can kill them to get the Joy Pendants, but they really don't give you those often. The best way to get Joy Pendants is to use your Grappling Hook on them. The Grappling Hook always gets the Joy Pendant from them. Steal a Joy Pendant from each. Leave the dungeon, re-enter, and repeat until you have 21 Joy Pendants. If you want, you can get 41 Joy Pendants to recieve the Hero's Charm. The Hero's Charm is a mask that let's you see your enemies health when locked on. Anyway, after you have 21 or 41 butterflies, warp to Windfall Island (B4). Head to the Upper Floor of this Town where all of the little children surround you. Go into the School (The place with the chalkbord on front) and talk to the teacher with the pink hair. She will complain somewhat about some rowdy children. Now go outside and talk to the leader of the Killer Bees (the New Yorker capped kid) and they will play a little game of Hide and Seek. They will hide anywhere in Windfall except for inside or on the ocean. Here are the locations of all Four: Ivan, he is in the tree by the archway entrance, mailbox area. Roll into the tree and he will drop out. Chase after him until you catch him. Jun-Roberto is hiding behind the gravestone where you got the Song of Passing. Jin is in the back of the Bomb Shop, where you had to sneak in on Tetra before the Forbiden Woods. Jan is on top of the entrance arch, get there on the level with the school. She is behind a bush up there. After all of them are found, they will give you a heart piece, and talk about how it's their teachers birthday. Their teacher likes Joy Pendants so go to the school, and talk to the pink haired woman. Give her 1 Joy Pendant then she will ask for more. Give her 20 Joy Pendants, then she will give you the Cabana Deed. If you give her 20 more after obtaining the Cabana Deed, then she will give you the Hero's Charm.

Sail to the Private Oasis (E5) and walk up to the door. Show the door the Cabana Deed, and enter your own home! Whip out your Grappling Hook and swing

it over the grapple post on the celing. It is actually a switch, and the fire in your fireplace will go out. Go into the fireplace hole and begin this small mini-dungeon. There are a lot of rats here that like to steal your rupees, so be careful with your boomerang at hand. Walk down the path and take your first right, follow the path to a two way, and take the right again. Head down the ladder. Take the right hole, and crawl, left, right, foreward, right, to the next ladder. Smash the left stake with the Skull Hammer to open a gate (the other stake unlocks another gate that takes you to the entrance). Head down the ladder. Crawl in the hole on the right path and go left, right, right to the next ladder. Climb the ladder and I reccomend that you smash the stake by you, for it will make the trip back to the entrance MUCH shorter. Don't go through the gate, but instead head to the next ladder. Kill the two ReDeads and break the pots to climb in yet another hole. Crawl down to the next ladder and climb it up. Now play the Wind's Requiem on the blue crest to obtain the second Triforce Chart.

- Triforce Shard Description -

Warp to Tingle Island (C3) and pay up the 398 for translation. Warp to Windfall Island (B4) and sail North to Gale Island (A4). Check the Triforce Chart and sail to the beam of light. Pull that bad boy on up.



- Triforce Chart Description -

Make sure you have some Hyoi Pears from Beedle's Shops, then sail to Bird's Peak Rock (E7). Get on the smaller island and you should notice a barred gate. Whip out the Bow and snipe down the Kargarocs ontop of the tall towers. If you can't hit the highest one, then don't sweat. Put a Hyoi Pear on your head and summon a Seagull. You are now controlling the Seagull. There are switches on each of the towers. Hit all of them with your beak, then climb to the highest tower to strike the final switch. There is a Kargaroc circling the highest, so don't get hit. If you get hit by a Kargaroc, then you have to summon another seagull to complete the task. The switches don't go out if your seagull dies. After all of the switches are lit, so through the open gate and play the Wind's Requiem on the Wind Crest. Triforce Chart 3 obtained!

- Triforce Shard Description -

After paying Tingle, warp to Southern Fairy Island (F4) and sail Northwest to Stone Watcher Island (E3) and search for the beam of light. You may want to sink the 3 Warships before pulling up the treasure.

Chart Location: Ghost Ship (Island Varies) Difficulty: 7/8 Length: Long Preparations: (Later) Ghost Ship Chart Shard Location: Outset Island (G2)

- Triforce Chart Description -

This chart is much like the second triforce chart in length. If you don't have the Ghost Ship Chart, this will take a while. It is not as difficult as Chart 2, but it can be annoying to get. It will take you through a mini dungeon to get the Ghost Ship Chart, and a Ghost Ship to get the Chart. Not to mention the frustration of finding the chart and making it there in time. It isn't to hard to get the chart, but you first must complete the Diamond Steppe Mini Dungeon.

The Ghost Ship Chart

Have you ever noticed a sparkling, transparent ship at sea before, but didn't know what to do? The Ghost Ship Chart lets you find it, and even go inside it. The Ghost Ship Chart is very well hidden though. Warp to Outset Island (G2) and sail one square Northwest to Diamond Steppe Island (F1). You will notice the many palm trees on the platforms, hookshot to each of them, making your way to the top. At the top there is a cave filled with pots, floormasters, and old wrecked ships. Enter this cave. Jump in the Warp Jar in front of you. You will warp to a separate part of the cave with two floormasters, and two Jars (not counting the one you came through). Kill the floormasters blocking your way, then take a Deku Stick from a pot. Light the stick on the torch, and burn the Warp Jar to the right of the torch. Hop in and run across the ship deck to burn the left Jar's lid. Hop in that one then open the chest to recieve the Ghost Ship Chart.

Make your way out of the cave, and use the Song of Passing to change the day to night. If it is already night, change it to day, then night again, because you will need a lot of time. Check your Sea Chart, and the Ghost Ship will be flashing on it. On your Ghost Ship Chart, the ghost ship will show up at the outline of a certain island. Either way, the Ghost Ship will appear at one of seven islands according to the Moon Phase. Here are the possible locations:

Spectacle Island (B3) Diamond Steppe Island (F1) Crescent Moon Island (A2) Bomb Island (E6) Star Belt Archipelago (C7) Five Star Isles (G7) Greatfish Isle (D2)

Warp the island closest to the Ghost Ship's location, and quickly sail to it. It disappears once the sun rises. If you are having trouble making it there, keep using the song of passing until the Moon's phase is Waning Gibbous (mostly full on the left side, e-mail me if I'm wrong) and the ship will appear on Diamond Steppe, that's where you are now! To get inside the ship, simply sail into it like a head on crash. The inside is much like a submarine's. Keep your fire arrows handy, you will have to fight a Monster Summoning Wizzrobe, and two Poes. The Wizzrobe is your main concern here, he constantly summons enemies, and a lot of them. Two hits with a fire arrow should kill him. Just hit him before he summons any monsters, because then you will have to kill the monsters too. After the Wizzrobe is taken care of, turn on the Poes. Walk into the light and use your morror shield to reflect light on to both of the Poes. Once they both become thier mortal state (the hopping cowards) kill them with your sword. After every enemy is gone (including the monsters summoned by the Wizzrobe) a ladder appears. Climb it and open the chest to obtain your hard-earned Triforce Chart. This is the only Chart that you don't need to play the Wind's Requiem to recieve, other than the fifth one in which you pull up.

- Triforce Shard Description -

Pay Tingle, then warp to Outset Island (G2). Search for the beam of light, it should be in front of the island, rather close to it. Pull up your treasure, and rejoice.

- Triforce Chart Description -

This is the easiest, and probably shortest Triforce Chart in the game. It is most like the first Triforce Chart, because you have to destroy a warship. It is also the only one (other than the Ghost Ship Triforce Chart) that you don't need to play the Wind's Requiem for. Warp to Greatfish Isle (D2) then sail Southwest to Needle Rock Isle (E1). Keep heading Southwest from the northern tip of the Isle until you run into three Cannon Warships (e-mail me if the direction is wrong). One of the Warships are Gold, that is the one you want to destroy. If you have trouble sinking it, sink the other two first, then go for the gold! After sinking the Gold, pull up the treasure from its light ring. Tada!! The fifth Triforce Chart.

A common problem with this Chart is that people destroy the Warships, leave, then return and cannot find the glowing rings. Here is the puzzle and how we solved it.

\ Conrad

A: Thanks to 15000VAC, I was able to solve this puzzle. Here's what he said:

If you sink the Golden Ship, but leave the treasure: A Light Ring should appear where the ship was sunk.

A lot of people have come here over time with the problem of not being able to find the Golden Ship because they have sunken the ship earlier in the game.

Normally! There are three vessels within close proximity to one another, (two Gun Boats, and the Golden Ship).

Their location is slightly N/W from where the secret grotto is, on Needle Rock Isle. Or, West from where the mailbox is.

If all three vessels are sunk, but no treasure is retrieved: You will see three Light Rings within close proximity to each other. And the Triforce chart is always below one of them.

The Light Ring is not like the big ones, but appear as just a normal light ring.

Hope this helps.

Something I found is that you need to be in your boat to find the rings. Using a telescope or seagull won't help. Look in the general direction where you destroyed the boats, and there should be three rings (unless you pulled some up earlier).

I still recieve emails to this day from people not being able to find the light rings. I know that, despite the above information, they can be difficult to find. Just know that these light rings WILL appear, and if you can't find them then make sure you double and triple check the sector. Make sure you've done everything right and have destroyed the right ships. I've had many people, after emailing me about having trouble finding the rings, email me later to tell me they found them. It just takes time, don't worry.

- Triforce Shard Description -

Warp to Tingle Island (C3) and pay Tingle the money to decode the chart, then warp to Forest Haven (F6). Sail East to F7 where Cliff Plateau Isles holds the next Triforce Shard. Find the light, listen for the sound, and pull it up!

- Triforce Chart Description -

This is the hardest Triforce Chart to get, and possibly the hardest thing in the whole game other than the Heart Piece there. This chart is located in a secret cave called the Savage Labyrinth. The Savage Labyrinth consists of 51 floors, and 45 of those floors have insane amounts of enemies. The enemies aren't scattered out either, each floor is one, round, room. Each floor gets harder. This is the longest Treasure Chart too, and unlike the second and fourth, the long part is actually getting the chart. 51 floors is a real pain, but luckily, you only need to go through 31 floors to get the Triforce Chart. Even though this may sound harsh, I reccomend going through all of the floors because of the prize in the end: a Heart Piece. If you wan't to get the Heart Piece, you wouldn't want to do that cave again, so do it now. Enough with terrifying you, on with the chart.

Warp to Outset Island (G2) and head to the very highest peak on the side with the watch tower (before you crossed the bridge in the very beginning of the game). There should be a man on top looking right at the dungeon through his telescope. Get to the highest peak, change the wind to the labyrinth's direction, then fly there with the Deku Leaf. You NEED the double magic meter to do this. The double magic meter is obtained by defeating the Big Octo at Two Eye Reef. Another way (and easier way) is to go behind your Grandma's house and hookshotting up to the tree on the cliff above you. Either way, I highly suggest that you get the Double Magic Meter. Once you reach the cliff, lift the Stonehead and enter the hole. You will come into a room with a hole, a few faries (fill up your bottles) and a sign saying: SAVAGE LABYRINTH.

Williewill had this advice for this dungeon, and it's pretty helpful.

/ - SUBMITTED BY WILLIEWILL - \

/ Hey man, I used your FAQ and found it to be really clear and helpful. One\
| comment I have for the Savage Labyrinth. It is amazingly helpful to use |
| the grappling hook to steal stuff from the enemies. I got hearts, magic, |
| arrows, rupees, the works. Even though I was stocked with four fairies |
| and all that, I was able to get through without dieing at all, (not to |
| mention that it was very rewarding too). Anyways, I thought I would just |
| let you know. And again, I really have enjoyed your FAQs and such. |
\ Thanks!

Hey man, I used your FAQ and found it to be really clear and helpful. One comment I have for the Savage Labyrinth. It is amazingly helpful to use the grappling hook to steal stuff from the enemies. I got hearts, magic, arrows, rupees, the works. Even though I was stocked with four fairies and all that, I was able to get through without dieing at all, (not to mention that it was very rewarding too). Anyways, I thought I would just let you know. And again, I really have enjoyed your FAQs and such. Thanks!

Here are what each floor contains:

(They all contain holes for you to jump to the next floor, save for floor 51)

- 1. Fairies, hop into the hole.
- 2. A whole bunch of Keese, boomerang works best.
- 3. A few miniblin, your hurricane spin works well.

4. A few Bokoblin, with sticks or swords. 5. A few Red Chuchus, the jelly monsters. 6. Some Magtails, no big threat, 7. Evenly divided Keese and Miniblin. 8. Fire Keese, and a couple of magtails. 9. A couple of Fire Keese, and some Bokoblin. 10. 2 Moblins, the buff dudes with spears. 11. Rupee Room!! Refill hearts, get rich! Don't step in the light, it takes you back to the beginning. 12. A bunch of Peahats, two boomerang hits each. 13. Some Green Chuchus. 14. Boko Babas, the living plants. 15. The warrior Bokoblin, with shields. 16. Wingless Mothulas, what a pain. 17. Some Peahats and Boko Babas. 18. The Bokoblin in pots, and Green Chuchus 19. Some Wingless Mothula, and a couple of Bokoblin. 20. Finally, two real, flying, Mothulas. A Fire Arrow to each of them. 21. Rupee Room!! Don't step in the light, only ten more floors to the Chart! 22. Three Wizzrobes, Fire Arrows work wonders here. 23. Some armos, annoying statues. 24. Two, giant, Armos Knights. 25. A whole bunch of Yellow Chuchus in pots. This room freaked the living crap out of me because I though they were bokoblin in pots. I was electrocuted! 26. Red Bubbles, be grateful they're the red ones. 27. I love Darknuts. A Darknut and a couple of Bokoblin. 28. Wizzrobes and Armos. 29. Armos Knights and Red Bubbles. 30. Darknuts, yay! 31. TRIFORCE CHART 6!!!!!!!!!!!!!! All of that hard work! Refill and get rich. You may now step in the light, unless you are going for the heart piece. If you are trying to get the heart piece, step in the light OTHER than the one that takes you back to the beginning and shine it on the statue. Drop down the hole: 32. Too many Redead (shudder) 33. This is the worst room in the cave!! A whole bunch of Blue Bubbles! You will see why I hate this room so much when you get there. 34. Dark Chuchus, shine the light on them, then crush them with the Hammer. 35. Poes, shine the light on them, then hack away. 36. Mothulas, kill them with the Fire Arrow, too easy. 37. Redead and Moblins, bad mix. 38. Dark Chuchus and a Mothula. 39. Poes and Moblins. 40. This floor and 33 are terrible!! Blue Bubbles and Stalfos!! 41. Rupee Room!! Don't step in the light. 42. An incredible ammount of Miniblin, HURRICANE SPIN !! 43. The most Chuchus you will ever see in your life. 44. Wizzrobes everywhere! 45. A LOT of Bokoblin. 46. Redead and Stalfos, too many undead. 47. Moblins and Darknuts. 48. Wizzrobes and Darknuts. 49. A TON of bombs, and Stalfos. 50. 4 Darknuts and Mighty Darknuts, with fire breathing statues !! 51. A PIECE OF HEART and... LIGHT !!! Enter the light!

- Triforce Shard Description -

Whew, tough chart. Pay Tingle, then warp to Southern Fairy Island (F4) and sail North to Southern Triangle Isle (E4). This is the hardest Triforce Shard to get (how ironic). There are a whole ton of Seahats, so kill the ones by the Light Beam with your boomerang. Once it's clear enough, quickly pull up your VERY hard-earned treasure.

- Triforce Chart Description -

Warp to Southern Fairy Island (F4) and sail Northwest to Stone Watcher Island (E3). Climb to the top, and remove the Stonehead by lifting it, then enter the hole. The room is a circle, with four doors you can enter (excluding the locked door, and the one you came through). Behind these four doors are rooms that contain enemies. I will descrbe each of the four rooms, starting from the room right of the locked door, and going clockwise. The first room contains three Wizzrobes. Ready your fire arrows, and shoot the first Wizzrobe that appears. Continue with all of the Wizzrobes until they're all dead. Once you exit the room, a torch will be lit. This signals that you've beaten a room. In the next room are Bokoblin. Just use sword combos to kill them all, and your spin technique. Another torch will be lit. The next room holds Armos Statues. Try and kill two birds with one stone here, meaning, get them lined up, then fire an arrow that will go through and hit two. Slash the backs of the stunned, then continue with the rest. The torch will ignite. In the final room (to the left of the locked door) there are two Moblins. This should be easy enough. After one attacks, pull a sword combo on him, then wipe him out. Do the same with the next (parry if you want). All four torches will be lit, but when you exit the room, there'll be two Darknuts. You know how this works, parry each of them, and stay far awar from the other. After they're both dead, go into the newly opened room. Play the Wind's Requiem of the crest, then grab your Triforce Chart. You can also go back into the main room, and get rich by crushing the pillars with your hammer.

- Triforce Shard Description -

Pay Tingle, then warp to Dragon Roost Island (B6) and sail North to Seven Star Isles (A6). Look for the beam of light, then go towards it. Kill any enemies around, then pull up your shard.

/\....\ /\ // /\ /\ - Triforce Chart 8 - \

Chart Location: Overlook Island (A7)

Difficulty: 5/8 Length: Medium Preparations: Arrows, magic, and all other necessities for combat. Shard Location: Two-Eye Reef

- Triforce Shard Description -

This Chart is almost identical to the seventh. You end up in the exact same room. The only differences are the enemies, they are harder in this one. Warp to Dragon Roost Island (B6) and sail Northeast to Overlook Island (A7). Hookshot to all of the trees on the island until you reach the Cave entrance. Like I said, this cave is the same as the cave for the Seventh Chart. A locked door, and four other rooms with enemies inside. I'll describe each of the four rooms, starting with the one right of the locked door, and going clockwise. The first room contains two Wizzrobe Summoners (the ones that summon monsters). Well this sucks, and TWO! Release two fire arrows to each of them, and they'll be gone. Also remember to kill the monsters that they summon. Once you exit a torch will be lit, that's one out of four. The next room has about five jars (give or take a couple) with Bokoblins inside. Once you get close to the jar, a shielded Bokoblin will pop out. Simply use combos on them until they're all dead. Another torch, another room, now onto the next. This room has a few Armos Knights (yeah, the big daddies). Try to awaken one at a time, then throw the bombs in their mouths once they're open. Run away afterwards, they make BIG explosions, as you should know. Kill them all, then the third torch will start up. The next room is home to two Stalfos. Lure them apart, then blow one of them up. L-target his head, then slice him up. Do the same with the second, then go back out to find that the final torch has been lit. Once again there are Darknuts, but this time there are four. Yes, four Darknuts in a very small space. This could get ugly. Just try to make it so only one sees you, other than that, good luck. Destroy the pillars with the Skull Hammer if you want to get rich, then through the unlocked door. Play the Wind's Requiem on the Wind Crest, then grab your final Triforce Chart.

- Triforce Shard Description -

Pay Tingle 398 rupees for the last time (mmmuuaahahahaha) then warp to Southern Fairy Island (F4) then sail South to Two-Eye Reef (G4). You may want to clear the reef before pulling up the shard, because the shard is inside. After pulling up the final shard, your Triforce Shards will fuse to become the Triforce Piece of Courage, yay!!

\ /F.A.Q.\

Here's the section where you can ask questions, and I'll answer. Just e-mail me at:

brandonleish@gmail.com

I'll answer your questions and add them here. Just make sure your question isn't already here before proceeding to ask.

Q: I got the Triforce Chart, but I can't find the Triforce Shard?A: You must get it translated by Tingle on Tingle Island (C3). You have to pay an extreme of 398 rupees, but hey, it's the only way to beat the game.

Q: Huh? The beam of light disappeared, I can't find the shard?

A: Like other treasures at sea, the light will disappear once you get close enough. Just listen for the "holy" SFX, and drop the hook in the general direction it is coming from. Q: Can you tell me how to beat [insert boss name]? A: I would like to, but this FAQ is based on helping you find the shards. If you need help on the bosses (or any other non-triforce related material) read the FAQ on that specific topic. Q: / - SUBMITTED BY CONRAD EKKENS - \ ||-- ----|| / Hi there: T | I saw your faqs on line, hope you don't mind a question: | I sank the gold ship (good for me), but didn't retrieve triforce chart 5. | | I later realized what I was supposed to have done, but now the location | doesn't glow in the water and I don't know how to get the chart. It's | the last one I need, is there anyway to get it now? | Thanks for any help you can offer. \ Conrad \ - SUBMITTED BY CONRAD EKKENS - / A: Thanks to 15000VAC, I was able to solve this puzzle. Here's what he said: If you sink the Golden Ship, but leave the treasure: A Light Ring should appear where the ship was sunk. A lot of people have come here over time with the problem of not being able to find the Golden Ship because they have sunken the ship earlier in the game. Normally! There are three vessels within close proximity to one another, (two Gun Boats, and the Golden Ship). Their location is slightly N/W from where the secret grotto is, on Needle Rock Isle. Or, West from where the mailbox is. If all three vessels are sunk, but no treasure is retrieved: You will see three Light Rings within close proximity to each other. And the Triforce chart is always below one of them. The Light Ring is not like the big ones, but appear as just a normal light ring. Hope this helps. Something I found is that you need to be in your boat to find the rings. Using a telescope or seagull won't help. Look in the general direction where you destroyed the boats, and there should be three rings (unless you pulled some up earlier). Q: What are your favorite Zelda titles? A: Zelda is one of my favorite series, and yes, I have beaten them all and even own them all (except for the infamous CD-i pseudo-series). Here are my favorites in order (I love them all, despite their place on the list):

- 1. Wind Waker
- 2. Ocarina of Time
- 3. Majora's Mask
- 4. A Link to the Past
- 5. Twilight Princess
- 6. Four Swords Adventures
- 7. Oracle of Seasons/Ages
- 8. The Legend of Zelda
- 9. Link's Awakening
- 10. The Adventure of Link
- 11. The Minish Cap
- 12. Phantom Hourglass
- 13. Four Swords

It's not your typical list of favorites, but it's definitely mine. I really don't put all of my faith in critic's reviews like many people do (even if these games are critically acclaimed). I go by my experience with the game. If my memories of playing the game are enjoyable, and I have the urge to go back and play them, then they are obviously my favorite ones. The list may switch around from time to time, but this is how I see it right now.

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GameFAQs (www.gamefaqs.com)
Gamespot (www.gamespot.com)
Neoseeker (www.neoseeker.com)
IGN FAQs (faqs.ign.com)
Super Cheats (www.supercheats.com)

If this FAQ is on your site, and it is not any of the above, there will be legal action. If you want it on your site, contact me first.

/S.T.CHAPTER SIX/ Here are the people I'd like to thank for making this FAQ the way it is. triforce92 for helping with writing the FAQ and very useful info Nintendo for making Wind Waker, a great Zelda game indeed GameFAQs and CJayC for accepting this 15000VAC for helping solve a big problem with Triforce Chart 5 Conrad Ekkens for helping figure out a big problem with Triforce Chart 5 (/ | ____ / (____) ____/ _/ \ (|o-----o| () |o-----\/-o))_ \nazguldragon15 , \ | |/ツツツツツy\| (__) |/ツツツツツy"// , nazguldragon15/ יאיזיאל 2008/איזיאיאל (/ /) | | ___ | // /איזיאיאל 2008/איזיא איזאיזאיא איזיאיאיא איזיא א |) \ |0-----0|) (|0-----0/ (/\ /

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